

Design of the 2D game interface "Alice Marcus"

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Abstract: This topic focuses on designing and developing a 2D game interface named Alice Marcus, aiming to meet the diverse needs of players for audio and visual experiences. Through theoretical and experimental research, the topic has applied modern design principles to create a friendly and appealing interface. The expected outcome is the construction of a 2D game interface that meets aesthetic requirements and effective interaction, contributing to the development of the game industry.

Keywords: 2D game, interface design, Alice Marcus